

# Links to Open Assets

Here is a list of assets that are already available publicly, the license used, and notes about their relevance to the ASWF Asset Repository working group.

Owner	Asset	Category	License	Notes
Disney Feature Animation	<a href="#">Moana Island Scene</a>	3D	<a href="#">License for Moana Island Scene</a>	BSD-like with restrictions around using Disney & Moana names.
Autodesk	<a href="#">Hyperspace Madness</a>	3D	<a href="#">Creative Commons Attribution 4.0 International Public License (CC BY 4.0)</a>	
NVIDIA	<a href="#">ORCA: Open Research Content Archive</a>	3D	Various (see "via ORCA" entries below)	
Amazon (via ORCA)	<a href="#">Amazon Lumberyard Bistro</a>	3D	<a href="#">Creative Commons Attribution 4.0 International Public License (CC BY 4.0)</a>	
NVIDIA (via ORCA)	<a href="#">NVIDIA Emerald Square City Scene</a>	3D	<a href="#">Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)</a>	
SpeedTree (via ORCA)	<a href="#">SpeedTree Trees</a>	3D	<a href="#">Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)</a>	
Epic Games (via ORCA)	<a href="#">UE4 Sun Temple</a>	3D	<a href="#">Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)</a>	
Mike "BEEPLE" Winkelmann (via ORCA)	<a href="#">BEEPLE Zero Day</a>	3D	<a href="#">Creative Commons Attribution 4.0 International (CC BY 4.0)</a>	
Pixar	<a href="#">USD Sample Assets</a>	3D	USD ASSET END USER LICENSE AGREEMENT (Click a download link to see the license text)	
Epic Games	<a href="#">Paragon Assets</a>	3D	Link to full license? "Licensed for use only with UE4 based products."	
Red	<a href="#">R3D Sample Files</a>	Image Sequences	"All footage is provided "as is". Use of the footage is for internal testing purposes only, and may not be used for any other purposes, whether commercial or non-commercial. RED retains all copyrights in the footage."	
ARRI	<a href="#">ARRI Sample Footage</a>	Image Sequences	Unclear?	
Morgan McGuire	<a href="#">McGuire Computer Graphics Archive</a>	3D	Various	Includes many stress cases, and common research models such as Sponza and Lucy.
Sony Pictures Animation	<a href="#">Zombie Rig</a>	3D	<a href="https://www.sonypictures.com/corp/tos.html">https://www.sonypictures.com/corp/tos.html</a>	
Netflix	<a href="#">Open Source Test Content</a>	Video & Image Sequences	<a href="#">Creative Commons Attribution 4.0 International Public License</a>	Includes a few short films, sample footage from various cameras, high frame rates, HDR, live action and animated content, etc.
UCLA	<a href="#">UCLA Library Film &amp; Television Archive</a>	Video	<a href="https://www.cinema.ucla.edu/collections/licensing-policies">https://www.cinema.ucla.edu/collections/licensing-policies</a>	

Blender Foundation	<a href="#">Blender Films</a>	Video & 3D	<p>Example: Sintel, animated short - <a href="https://cloud.blender.org/films/sintel?asset=1191">https://cloud.blender.org/films/sintel?asset=1191</a>  License: <a href="#">Creative Commons Attribution 4.0 International (CC BY 4.0)</a></p> <p>Big Buck Bunny, animated short - <a href="https://download.blender.org/peach/bigbuckbunny_movies/">https://download.blender.org/peach/bigbuckbunny_movies/</a>  License: <a href="#">Creative Commons Attribution 3.0 (CC BY 3.0)</a></p> <p>Tears of Steel, live action short - <a href="https://media.xiph.org/tearsofsteel/">https://media.xiph.org/tearsofsteel/</a>  License: Listed as - CC-BY(no commercial usage of actor footage)</p>	
SideFX	<a href="#">Bar Scene</a>	3D	<p>Standard License</p> <p>(is there a link to this license?)</p>	This is a set of project files and assets for a bar scene created using the new Solaris LOP context in Houdini. USD.
Hochschule der Medien	<a href="#">Cinematic Wide Gamut HDR Video</a>	Video & Image Sequences	"Academic and educational use of the HdM-HDR-2014 data set is free."	
JangaFX	<a href="#">VDB VFX Animations</a>	VDB / volumetric	<a href="#">CC0 (Public Domain) v1.0</a>	Multiple EmberGen generated fire and smoke volumetric simulations exported as VDBs.